

In the Claims:

Please cancel claim 6 without prejudice or disclaimer of the subject matter thereof and kindly amend the claims as follows.

1           --1(Currently amended).     A support structure for enabling interaction with a  
2 gaming application comprising:

3           a base in the form of a platform to directly support a user thereon ~~including at least~~  
4 ~~one elongated longitudinal member extending along a structure longitudinal axis and plurality~~  
5 ~~of elongated transverse members each secured to and extending transversely from a~~  
6 ~~corresponding longitudinal member end;~~

7           a game controller including a plurality of individually manipulable input devices to  
8 interact with said gaming application; ~~and~~

9           a rod secured to said base ~~and including said game controller secured thereto~~, wherein  
10 said game controller is directly attached to an upper portion of said rod and said rod includes  
11 dimensions sufficient to support said game controller above said base and in a position  
12 enabling a user to operate said game controller in a standing position; and

13           a body support secured to said base to support a user lower body portion.

1           2(Currently amended).     The support structure of claim 1, wherein said base  
2 includes further including:

3           at least one gripping surface ~~coupled to said base~~ to accommodate user feet.

1           3(Original). The support structure of claim 1, wherein said rod includes an  
2 adjustment mechanism to adjust at least one of a position and orientation of said game  
3 controller relative to said user.

1           4(Original). The support structure of claim 3, wherein said adjustment mechanism  
2 includes a dimension adjustment mechanism to adjust dimensions of said rod and a position  
3 of said game controller relative to said user.

1           5(Original). The support structure of claim 3, wherein said adjustment mechanism  
2 includes at least one pivot mechanism to adjust orientation of said game controller relative to  
3 said user.

1           6(Canceled).

1           7(Currently amended). The support structure of claim ~~[[6]]~~ 1, wherein said body  
2 support includes:  
3 a post secured to said base; and  
4 a support member secured to said post to engage and support said user lower body  
5 portion.

1           8(Original). The support structure of claim 7, wherein said post includes an  
2 adjustment mechanism to adjust at least one of a position and orientation of said support  
3 member relative to said user.

1           9(Original). The support structure of claim 8, wherein said adjustment mechanism  
2 includes a dimension adjustment mechanism to adjust dimensions of said post and a position  
3 of said support member relative to said user.

1           10(Original). The support structure of claim 8, wherein said adjustment mechanism  
2 includes at least one pivot mechanism to adjust orientation of said support member relative to  
3 said user.

1           11(Original). The support structure of claim 1, wherein said rod provides an  
2 isometric exercise for said user and includes at least one sensor coupled at a selected location  
3 on said rod to measure at least one force applied by said user to at least one of said rod and  
4 said game controller, and wherein said applied force effects a measurable strain on said rod.

1           12(Original). The support structure of claim 11 further including:  
2 a processor including a data processing module to receive and process data  
3 corresponding to applied force information measured by said at least one sensor, wherein said  
4 data processing module produces information in a format resembling data output from a  
5 gaming application peripheral to facilitate user interaction with said gaming application in  
6 response to said force applied by said user.

1           13(Original). The support structure of claim 11, wherein said game controller  
2 includes:

3           a processor including a data processing module to receive and process data  
4           corresponding to applied force information measured by said at least one sensor.

1           14(Original). The support structure of claim 13, wherein said game controller further  
2           includes:

3           a display controlled by said processor to output information relating to said at least  
4           one force applied by said user.

1           15(Original). The support structure of claim 14, wherein said processor further  
2           determines an amount of work applied by said user for a selected period of time and controls  
3           said display to output information relating to the amount of work applied by said user.

1           16(Original). The support structure of claim 13, wherein said processor further  
2           selectively adjusts an amount of said at least one force that must be applied by said user to  
3           facilitate user interaction with said gaming application.

1           17(Original). The support structure of claim 16 further including:  
2           an input device to input to said processor the amount of said at least one force that  
3           must be applied by said user.

1           18(Original). The support structure of claim 11, wherein said game controller  
2           includes a handle to receive at least one force applied by said user.

1 19(Original). The support structure of claim 1 further including:  
2 at least one input device that is manipulable by said user to effect at least one of  
3 isokinetic and isotonic exercise by said user.

1 20(Currently amended). A support structure for enabling interaction with a  
2 gaming application comprising:

3 a game controller including a plurality of individually manipulable input devices to  
4 interact with ~~[[a]]~~ said gaming application; and

5 a rod ~~including said game controller secured thereto, wherein said rod~~ with said game  
6 controller directly attached to an upper portion of said rod, wherein said rod is configured for  
7 ~~attachment to at least one of a wall, ceiling, floor, and door and~~ includes dimensions sufficient  
8 to support said game controller in a position enabling a user to operate said game controller in  
9 a standing position, and wherein said rod provides an isometric exercise for said user and  
10 includes at least one sensor coupled at a selected location on said rod to measure at least one  
11 force applied by said user to at least one of said rod and said game controller;

12 wherein said applied force effects a measurable strain on said rod and indicates a  
13 desired action within said gaming application.

1 21(Original). The support structure of claim 20, wherein said rod includes an  
2 adjustment mechanism to adjust at least one of a position and orientation of said game  
3 controller relative to said user.

1           22(Currently amended).       The support structure of claim 20, wherein said rod is  
2 configured for attachment to at least one of a wall, ceiling, floor and door ~~provides an~~  
3 ~~isometric exercise for said user and includes at least one sensor coupled at a selected location~~  
4 ~~on said rod to measure at least one force applied by said user to at least one of said rod and~~  
5 ~~said game controller, and wherein said applied force effects a measurable strain on said rod~~  
6 ~~and indicates a desired action within said gaming application.~~

1           23(Currently amended).       A method of enabling interaction with a gaming  
2 application comprising:

3           (a)     supporting a game controller above a support surface and in a position  
4 enabling a user to operate said game controller in a standing position via a support structure,  
5 wherein said support structure includes a base in the form of a platform to directly support a  
6 user thereon, ~~with at least one elongated longitudinal member extending along a structure~~  
7 ~~longitudinal axis and plurality of elongated transverse members each secured to and extending~~  
8 ~~transversely from a corresponding longitudinal member end and a rod secured to said base~~  
9 ~~with said game controller secured thereto~~ with said game controller directly attached to an  
10 upper portion of said rod, and a body support secured to said base to support a user lower  
11 body portion; and

12           (b)     interacting with said gaming application via said game controller.

1           24(Currently amended).       The method of claim 23, wherein step (a) further  
2 includes:

3 (a.1) accommodating user feet via a gripping surface ~~secured to~~ disposed on said  
4 ~~structure~~ base.

1 25(Original). The method of claim 23, wherein step (a) further includes:

2 (a.1) enabling adjustment of at least one of a position and orientation of said game  
3 controller relative to said user.

1 26(Original). The method of claim 25, wherein step (a.1) further includes:

2 (a.1.1) enabling adjustment of dimensions of said rod and a position of said game  
3 controller relative to said user.

1 27(Original). The method of claim 25, wherein step (a.1) further includes:

2 (a.1.1) enabling pivoting of said game controller relative to said user to adjust game  
3 controller orientation relative to said user.

1 28(Currently amended). The method of claim 23, wherein step (a) further  
2 includes:

3 (a.1) supporting ~~[[a]]~~ said user lower body portion via ~~[[a]]~~ said body support  
4 ~~secured to said base~~, wherein said body support includes a support member to engage and  
5 support said user lower body portion.

1 29(Original). The method of claim 28, wherein step (a.1) further includes:

2 (a.1.1) enabling adjustment of at least one of a position and orientation of said support  
3 member relative to said user.

1 30(Original). The method of claim 29, wherein said body support further includes a  
2 post secured to said base and coupled to said support member, and wherein step (a.1.1) further  
3 includes:

4 (a.1.1.1) enabling adjustment of dimensions of said post and a position of said  
5 support member relative to said user.

1 31(Original). The method of claim 29, wherein step (a.1.1) further includes:

2 (a.1.1.1) enabling pivoting of said support member relative to said user to adjust  
3 support member orientation relative to said user.

1 32(Original). The method of claim 23, wherein said rod provides an isometric  
2 exercise for said user and includes at least one sensor coupled at a selected location on said  
3 rod, and step (b) further includes:

4 (b.1) measuring at least one force applied by said user to at least one of said rod and  
5 said game controller, wherein said applied force effects a measurable strain on said rod.

1 33(Original). The method of claim 32, wherein step (b) further includes:

2 (b.2) receiving and processing data corresponding to applied force information  
3 measured by said at least one sensor.



1           34(Original). The method of claim 33, wherein step (b) further includes:

2           (b.3) producing information in a format resembling data output from a gaming  
3 application peripheral to facilitate user interaction with said gaming application in response to  
4 said force applied by said user.

1           35(Original). The method of claim 33, wherein step (b) further includes:

2           (b.3) displaying information relating to said at least one force applied by said user.

1           36(Original). The method of claim 33, wherein step (b) further includes:

2           (b.3) determining an amount of work applied by said user for a selected period of  
3 time and displaying information relating to the amount of work applied by said user.

1           37(Original). The method of claim 32, wherein step (b) further includes:

2           (b.2) selectively adjusting an amount of said at least one force that must be applied  
3 by said user to facilitate user interaction with said gaming application.

1           38(Original). The method of claim 37, wherein step (b.2) further includes:

2           (b.2.1) enabling entry of the amount of said at least one force that must be applied by  
3 said user.

1           39(Original). The method of claim 32, wherein said game controller includes a

2 handle to receive at least one force applied by said user.

1           40(Original). The method of claim 23, wherein said support structure includes at  
2   least one input exercise device that is manipulable by said user, and step (b) further includes:

3           (b.1) effecting at least one of isokinetic and isotonic exercise by said user to interact  
4   with said gaming application.

1           41(Currently amended). A method of enabling interaction with a gaming  
2   application comprising:

3           (a) supporting ~~said~~ a game controller including a plurality of individually  
4   manipulable input devices in a position enabling a user to operate said game controller in a  
5   standing position via a rod, ~~wherein said rod includes said game controller secured thereto and~~  
6   ~~is configured for attachment to at least one of a wall, ceiling, floor and door~~ with said game  
7   controller directly attached to an upper portion of said rod, wherein said rod provides an  
8   isometric exercise for said user and includes at least one sensor coupled at a selected location  
9   on said rod; and

10          (b) interacting with said gaming application via said game controller, wherein step  
11   (b) further includes:

12                 **(b.1) measuring at least one force applied by said user to at least one of said**  
13   **rod and said game controller, wherein said applied force effects a measurable strain on said**  
14   **rod and indicates a desired action within said gaming application.**

1           42(Original). The method of claim 41, wherein step (a) further includes:

2           (a.1) enabling adjustment of at least one of a position and orientation of said game  
3   controller relative to said user.

1           43(Currently amended).       The method of claim 41, wherein said rod is configured for  
2 attachment to at least one of a wall, ceiling, floor and door ~~provides an isometric exercise for~~  
3 ~~said user and includes at least one sensor coupled at a selected location on said rod, and step (b)~~  
4 ~~further includes:~~

5           (b.1) ~~measuring at least one force applied by said user to at least one of said rod and~~  
6 ~~said game controller, wherein said applied force effects a measurable strain on said rod and~~  
7 ~~indicates a desired action within said gaming application.--~~